



Lowerhouse Junior School Computing Overview Sheet



Year 3 – Animation

National
Centre for
Computing
Education

Rationale: During this unit, learners will use a range of techniques to create a stop frame animation using tablets. Next, they will apply those skills to create a story-based animation. This unit will conclude with learners adding other types of media to their animation, such as music and text.

Progression: This unit progresses students' knowledge and understanding of using digital devices to create media, exploring how they can create stop frame animations. Following this unit, learners will further develop their video editing skills in Year 5.

Overview:

Lesson 1: I can draw a sequence of pictures
Lesson 2: I can predict what an animation will look like
Lesson 3: I can break down a story into settings, characters and events
Lesson 4: I can review a sequence of frames to check my work
Lesson 5: I can evaluate another learner's animation
Lesson 6: I can add other media to my animation

Subject Knowledge

Lesson 1: Learners will discuss whether they think a picture can move. They will learn about simple animation techniques and create their own animations in the style of flip books (flick books) using sticky notes.
Lesson 2: In the previous lesson, learners created their own flip book–style animations. In this lesson, they will develop this knowledge and apply it to make a stop frame animation using a tablet.
Lesson 3: Remind the learners of the animations that we created last week and tell them that next week we will use tablets to animate some of our own stories. Tell the learners that during this lesson they will create a storyboard showing the characters, settings and events that they would like to include in their own stop frame animation next week.
Lesson 4: In the previous lesson, learners planned out their own stop frame animations in a storyboard. This lesson, they will use tablets to carefully create stop frame animations, paying attention to consistency.
Lesson 5: Last lesson, learners created their own stop frame animations. This lesson, they will evaluate their animations and try to improve them by creating a brand-new animation based on their feedback.
Lesson 6: Last lesson, learners perfected their stop frame animations. This lesson, they will add other media and effects into their animations, such as music and text.

Assessment/Key Skills

Please see the assessment rubric document for this unit.